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Burak (43) **Pub. Date: Jul. 27, 2006**(54) **GAMING MACHINE WITH  
PROXIMITY-SENSITIVE INPUT DEVICE****Publication Classification**(75) Inventor: **Gilbert Joseph Querubin Burak,**  
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**MINNEAPOLIS, MN 55402 (US)**(57) **ABSTRACT**(73) Assignee: **WMS Gaming Inc.**(21) Appl. No.: **11/041,339**(22) Filed: **Jan. 24, 2005**

A gaming device includes a proximity-sensitive input device that receives input from a gaming patron based upon placement of an object near the input device but without necessarily touching the input device. In an embodiment, the input device is behind a plate of glass. In another embodiment, the proximity-sensitive input device includes a projected-capacitance sensor grid.

